

MVS[®]

MULTI VIDEO SYSTEM



NEO•GEO IS A TRADEMARK REGISTERED BY SNK.

SNK CORPORATION



WORLD HEROES

STORY

"WHO IS THE GREATEST HERO IN THE WORLD?"

YOU WILL FIND OUT TODAY.

A SCIENTIST HAS CREATED A TIME MACHINE
THAT 8 HEROES TRAVEL THROUGH TIME WITH TO PROVE
WHO IS THE GREATEST FIGHTER OF ALL TIME.



MODE SELECT

[MODE SELECT]

USE JOYSTICK TO SELECT AND PRESS "A" BUTTON TO CONFIRM.

[NORMAL MODE]

ENTER THE TIME MACHINE! FIGHT TO BE "THE BEST" AT EACH STAGE.

[DEATH MATCH MODE]

FIGHT IN THE VIOLENT RING. "HIGH ENERGY BATTLE", "MINEFIELD BATTLE", ETC.....



NORMAL MODE



DEATH MATCH MODE

CONTENTS

GAME STORY.....	1
CONTROLS/SAVE & LOAD.....	3
GAME SCREEN	4
CONTENTS OF THE GAME	5
HEROES	6
FINAL FIGHT.....	14
MODE SELECT.....	15



CONTROLS/SAVE & LOAD



WORLD HEROES CONTROLS

- 1 SELECT BUTTON---PAUSE
- 2 START BUTTON---STARTS
- 3 JOYSTICK
 - RIGHT & LEFT-----MOVEMENT OF PLAYER
 - UP-----JUMP
 - DOWN-----DEFENSE
- 4 A BUTTON-----PUNCH
- 5 B BUTTON-----KICK
- 6 C BUTTON-----COME CLOSE ENOUGH
TO YOUR OPPONENT
AND PRESS "C" BUTTON
TO THROW HIM TO THE
GROUND.
- 7 D BUTTON-----NOT USED

* YOU CAN CHANGE THE
STRENGTH OF SKILLS
BY PRESSING BUTTON
LONGER.

SAVE & LOAD

●SAVE

BEFORE STARTING THE GAME, INSERT THE MEMORY CARD INTO THE CONSOLE, AND AFTER THE GAME ENDS THE "SAVE SELECTION" WILL APPEAR ON THE SCREEN. CHOOSE YES OR NO AND PRESS THE A BUTTON TO CONFIRM.

●LOAD

TURN THE POWER ON AND INSERT THE MEMORY CARD. WHEN THE "MEMORY CARD LOAD" SCREEN APPEARS, CHOOSE YES OR NO AND PRESS THE A BUTTON.

NAME: UNKNOWN
AGE: UNKNOWN
NATIONALITY: UNKNOWN
DEATH BLOW: UNKNOWN

**NOTHING IS
KNOWN
ABOUT
THIS WARRIOR.**



BROCKEN

AGE/30 NATIONALITY/GERMANY
OCCUPATION/SOLDIER

ONCE A MAN, THIS CYBORG IS DESIGNED TO FIGHT TO WIN. THE MACHINE WITH NO FEELINGS EXCEPT, HE LOVES ONLY TO DESTROY.

[DEATH BLOW]

GRENADE LAUNCHER

JOYSTICK ← → + "A" BUTTON. MISSILES FIRE FROM HIS ELBOWS.



GRENADE LAUNCHER

HURRICANE ARM

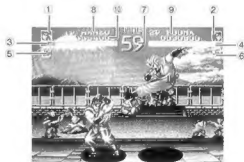
JOYSTICK ↓ → ↘ + "A" BUTTON. SPINNING HIS FINGER AND CREATES A MINI TORNADO TO ATTACK THE ENEMY.

SPARK THUNDER

PRESS "A" BUTTON CONTINUOUSLY. GENERATES 100,000 VOLT OF ELECTRICITY FROM HIS FINGERS.



GAME SCREEN



PICTURE DISPLAY

- 1 PLAYER'S CHARACTER
- 2 OPPONENT'S CHARACTER
- 3 PLAYER'S LIFE GAUGE: WHEN YOU LOSE ALL OF YOUR POWER, THE OPPONENT WINS 1 MATCH.
- 4 OPPONENT'S LIFE GAUGE: WHEN HE LOSES ALL OF HIS POWER, YOU WIN 1 MATCH.
- 5 NUMBER OF MATCHES (WON): WHEN YOU WIN 2 MATCHES FIRST, YOU WILL WIN.
- 6 NUMBER OF MATCHES (LOST): WHEN YOU LOSE 2 MATCHES, YOU WILL LOSE AND THE GAME IS OVER.
- 7 TIME LIMIT: WHEN THE TIMER REACHES 0, THE ROUND IS OVER. THE PLAYER WITH MORE POWER WILL RECEIVE 1 SET.
- 8 PLAYER'S NAME
- 9 OPPONENT'S NAME

CONTENTS OF THE GAME



THE GAME

BE HANZOU, FUUMA, DRAGON, JANNE, J.CARN, MUSCLE POWER, BROCKEN OR RASPUTIN AND USE VARIOUS SPECIAL ATTACKS! DEFEAT ALL THE EVIL ENEMIES AND BECOME "THE GREATEST FIGHTER IN THE WORLD".

HOW TO START GAME

PRESS START BUTTON OF CONTROLLER 1 OR 2 TO START GAME. PRESS START BUTTON OF CONTROLLERS 1 AND 2 TO START 2 PLAYER GAME.

LEVEL SELECT

EASY
NORMAL
HARD
MVS

USE THE JOYSTICK TO SELECT
LEVEL AND PRESS THE A BUTTON.

BUY-IN

ANOTHER PLAYER CAN BUY-IN THE GAME BY PRESSING START BUTTON OF OTHER CONTROLLER DURING 1 PLAYER PLAY.

CONTINUE

YOU CAN CONTINUE BY PRESSING THE START BUTTON DURING THE CONTINUE COUNTDOWN, EVEN WHEN NO LIVES REMAIN.

MUSCLE POWER

AGE/38 NATIONALITY/U.S.A.
OCCUPATION/WRESTLER

THE POWER FIGHTER WITH A BLOW THAT CAN DESTROY ANYTHING ON EARTH. HE STRIVES TO FIGHT A MORE POWERFUL OPPONENT. HE WILL GO ANYWHERE AND EVERYWHERE TO FIGHT, ENEN IF TO SPACE TO DO SO!



[DEATH BLOW] MUSCLE BOMB

MOVE JOYSTICK←, THEN→+
"A" BUTTON. RUSH THE ENEMY
AND POUND HIM WITH
AN ARM SMASH.

TORNADO BREAKER

TURN JOYSTICK ROUND AND
PRESS "A" BUTTON. GRASP
THE ENEMY, JUMP UP AND
HIT THE GROUND TO BREAK
HIS NECK.



TORNADO BREAKER

HEROES

J. CARN

AGE/35 NATIONALITY/MONGOLIA
OCCUPATION/FIGHTER

HE IS THE LEADER OF AN ANCIENT MONGOLIAN EMPIRE. A MAN OF UNEQUALLY AWESOME POWER WHO HAS CONQUERED THE WORLD BUT STILL YEARNES FOR NEW STRUGGLES.

[DEATH BLOW]

MOUKO HAKYOKU DO

MOVE JOYSTICK ←, THEN → + "A" BUTTON. A FIERCE ATTACK WITH HIS SHOULDERS.

MONGOLIAN DYNAMITE

MOVE JOYSTICK ↓, THEN ↑ + "A" BUTTON. HE CONCENTRATES AND DRAWS HIS POWER TO ONE ARM. WITH THE POWER, HE BLOWS AWAY THE ENEMIES.

- JOYSTICK COMBINATIONS ARE TO BE USED WHEN FACING THE RIGHT. IF FACING THE LEFT, THEN USE CONVERSE JOYSTICK COMBINATIONS.



MONGOLIAN DYNAMITE



FUUMA

AGE/25 NATIONALITY/JAPAN
OCCUPATION/FUUMA NINJA

BOSS OF THE FUUMA NINJA FORCE AND SWORN ENEMY OF THE IGA NINJA. A YOUNG WARRIOR WHO HAD NOT KNOWN DEFEAT UNTIL AT THE AGE OF 19 HE WAS HUMILIATED IN BATTLE BY HANZOU. A DEVASTATING BLOW TO HIS EGO, HE NOW TRAINED VERY HARD TO FIGHT AGAIN. HE GOES INTO EVERY FIGHT WITH HIS BODY AS A WEAPON. VERY MACH LIKE HANZOU.

[DEATH BLOW]

REITPU ZAN

JOYSTICK ↓ → + "A" BUTTON. SWING CHARM SWORD "MURASAME" AT SUPERSONIC SPEED TO FORM A CYCLONE.



REITPU ZAN

ENRYU WAVE

JOYSTICK → ← + "A" BUTTON FUUMA MASTERD THE SECRET IGA NINJA MAGIC "KORYU WAVE".

NINPO FURIN KAZAN

JOYSTICK ↓ ↓ + "B" BUTTON SPINS HIS BODY TO FORM A TORNADE WHICH CLASHES WITH THE ENEMY.

HANZOU AGE/25 NATIONALITY/JAPAN OCCUPATION/IGA NINJA

HERO OF THE LETHAL IGA NINJA FORCE, KNOWN AS THE STRONGEST FIGHTER IN JAPAN. USING HIGHLY DISCIPLINED MIND AND BODY TEMPERED BY RIGOROUS TRAINING, HE LIVES FOR ONE REASON — TO BECOME "THE STRONGEST".

[DEATH BLOW] RETTKOU ZAN

JOYSTICK ↓ → + "A" BUTTON. FIRES A BURST OF ENERGY FROM THE MAGIC SWORD "MASAMUNE".

KORYU WAVE

JOYSTICK → ↘ + "A" BUTTON. THE SEACRET OF IGA NINJA MAGIC. DRAW SPIRITS FROM THE BODY INTO THE MAGIC SWORD "MASAMUNE" AND UNLEASH AT ONCE.



KORYU WAVE

NINPO KOURIN KAZAN

JOYSTICK ↘ ↓ ↙ + "B" BUTTON. WITH STRETCHED LIMBS, HE SPINS TOWARD THE ENEMY AS A VIOLENT WEAPON.



DRAGON AGE/26 NATIONALITY/CHINA OCCUPATION/MARTIAL ARTIST

KNOWN AS THE STRONGEST FIGHTER IN THE 4000 YEAR HISTORY OF CHINA. HE USED TO FIGHT TO BECOME A "MOVIE STAR" BUT AFTER A CHANGE OF HEART, HE JOINED "THE DOCTOR" TO UNDERSTAND HIS FIGHTING SKILLS. HIS LIGHTING MOVEMENT PROVES TO BE ESPECIALLY THREATENING TO THE ENEMY.

[DEATH BLOW]

HYAKU RETSU PUNCH

PRESS "A" BUTTON CONTINUOUSLY. AN ONSLAUGHT OF HIGH SPEED PUNCHING.



HYAKU RETSU PUNCH

DRAGON KICK

JOYSTICK ← → + "B" BUTTON. USING THE SPIRIT OF THE DRAGON, HE EXECUTES A MONSTER JUMPKICK.



DRAGON KICK



JANNE

AGE/18 NATIONALITY/France
OCCUPATION/FENCER

SHE IS THE MASTER OF FENCING. ON A HOPELESS SEARCH FOR A WORTHY MAN, SHE KNOWS THAT HER STRENGTH MAKES IT IMPOSSIBLE TO SUCCEED. SHE IS ARMED WITH A HOLY SWORD TO DESTROY HER ENEMIES.

[DEATH BLOW]

OHRA BIRD

MOVE JOYSTICK ←, THEN → + "A" BUTTON. AN OHRA BIRD IS UNLEASHED FROM THE POWER OF THE SWORD TO ATTACK THE ENEMIES.



OHRA BIRD

FLASH SWORD

MOVE JOYSTICK ↓, THEN ↑ + "B" BUTTON. CHANGE THE SHAPE OF THE SWORD BY RAISING IT OVER HER HEAD.



FLASH SWORD

RASPUTIN

AGE/UNKNOWN NATIONALITY/Russian
OCCUPATION/MAGICIAN

THE MYSTERIOUS MAGICIAN WHO USES MAGIC AND AN UNIQUE FIGHTING TECHNIQUES. HIS MISSION IS TO MAKE PEOPLE UNDERSTAND THAT FIGHTING IS A LOSING PROPOSITION.

[DEATH BLOW]

FIRE BALL

JOYSTICK ↓ + "A" BUTTON. FIRE LEAPS FROM HIS FINGERS IN THE FORM OF A BALL.

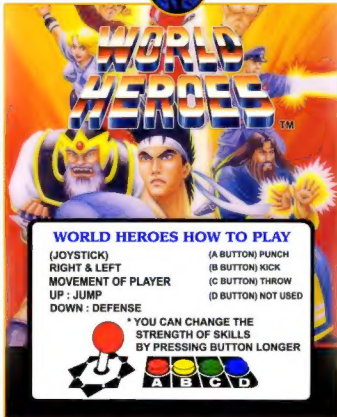


FIRE BALL

ACCELERATOR SPIN

JOYSTICK ↓ + "B" BUTTON. WHEN HE SPINS, HE BECOMES A LETHAL BLADE.





WORLD HEROES HOW TO PLAY

(JOYSTICK)

RIGHT & LEFT

MOVEMENT OF PLAYER

UP : JUMP

DOWN : DEFENSE

(A BUTTON) PUNCH

(B BUTTON) KICK

(C BUTTON) THROW

(D BUTTON) NOT USED

* YOU CAN CHANGE THE
STRENGTH OF SKILLS
BY PRESSING BUTTON LONGER

